

paleotronic



Turbo Grafx 16 (PC Engine)
Super Mario Bros. 3 | NeoGeo
Macintosh LC | Sim Games
The World Goes Turtle Crazy

1990

TOYS 'R' US

VIDEO ACTION!



AND IF YOU THINK YOU STAND A CHANCE, YOU'RE CLUELESS.

But rules the land. Destruction is everywhere. You're Prince Seta. You know there's only one way to bring peace to your kingdom. Fight like there's no tomorrow. But you must face the most formidable opponents you've ever seen. Like the mighty boss that the evil Prince Zach actually hates more. Saving



quickly or become chopper liver. Down in the Caves of slime, you'll find a serious server. The King can give you the kiss of

Right before your very eyes, your father has been murdered. You must seek revenge. You're Moonlight, the swarming King.



When you meet Asura the Guardian Deity of the Turpale, jump, slash, and saving like a madman. Keep the long arms of the law.



IT'S 10,000 YEARS AGO. YOU MUST BUNK 28 STAGES OF BAD GUYS TO RESCUE YOUR PRINCESS. AND YOU'VE ONLY GOT 1 WEAPON.

PREPARE TO BUTT HEADS. The Princess is a most exceptional beauty. As Rank, the hero, you must defeat King Gungo and his evil minions. You must defeat King Gungo and his evil minions. You must defeat King Gungo and his evil minions.



NEC's 16-bit GPU-based PC Engine console was very "Big in Japan" following

its release there in 1986. By 1988 it was outselling Nintendo's Famicom year-on-year, and NEC was eager to jump into the revitalized North American video-game market. Rebranded the TurboGrafx 16 and with a redesigned case, NEC was broadsided when Sega released the Genesis two weeks ahead of the TG16's launch, nullifying NEC's claim to the title of first 16-bit console (in North America) and ruining the TG16's chances of success. NEC would cancel its European release and liquidate its stock of PAL units. In 1990 NEC would sell the TG16 with a CD-ROM in the hopes of getting a leg-up on Sega, but it was too late; Sonic-mania would soon sweep the US and Canada, leaving the NEC far behind, and with third-party developers uninterested in developing English titles for the TG16, the console would fade into obscurity eventually being discontinued in mid-1994.



The Cutting Edge

The TurboExpress is 4.3 inches wide by 7.3 inches long by 1.8 inches thick, just slightly larger than the Game Boy. The sharp-looking black plastic resin case houses a 2.7 inch color, backlit LCD screen built by Epson. Below that are the standard controls, which duplicate the TG-16's right down to the variable turbo. Other controls include volume and brightness dials on the side of the unit. The Express also features a mini-phonio plug and a comlink port for two person head-to-head game-play.



Ninja Spirit and TV Sports Football on the TurboExpress.

Naturally, the Express packs the same 8-bit NEC HuC6280 processor and the same 16-bit graphics processor as the TurboGrafx-16. The TurboChips simply slide into a slot at the top of the unit. The shrinking of full-size games to fit on the small screen doesn't diminish the impact of the color or intensity the overall difficulty of the game, however, you may have trouble quickly identifying dinky dangers. And forget about following game scores, lives, and other onscreen information in the heat of battle; it's too small. How-

ever, the backlit screen makes the onscreen action stand out in any lighting environment. Six AA batteries power the TurboExpress for 3 hours, according to NEC. Power source options include an AC adaptor and an automobile cigarette lighter adaptor.

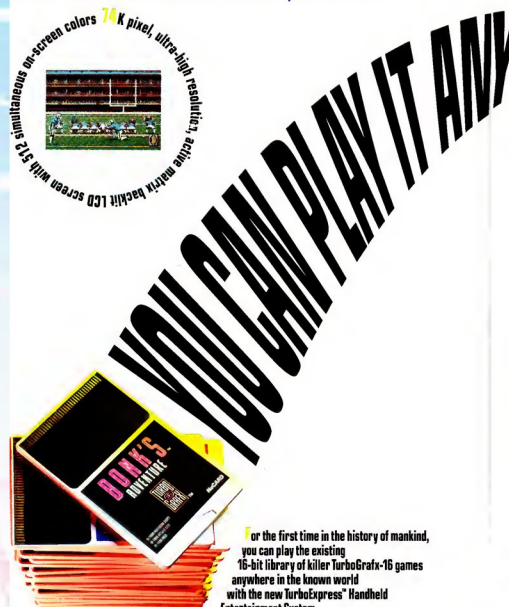
Need a break from the game-playing? No problem. The optional \$90 TurboVision TV Tuner snaps on to the right side of the TE and turns it into a portable color set. Additionally, the tuner can function as a camcorder or a VCR monitor!

This is a great, although pricey, extra for TurboGrafx-16 fans. Sega Game Gear Sega is literally "Gear-ing" up for handheld action: it's about to make the Game Gear color handheld a major part of its video game operations in the US. At press time, Sega wasn't ready to talk about this newest addition to the family except to say that the Game Gear would be ready by Christmas, but it was already beefing up its staff to take on the project.

The Game Gear is a re-tooled version of the Sega color handheld that's surfaced in Japan. Unlike the TurboExpress, it will be an independent system that is NOT compatible with either Sega Master System or Genesis games. According to Sega, shrinking games to fit a smaller format makes most onscreen information unreadable. However, the Game Gear will borrow game titles from its two popular siblings.

The Sega Game Gear gets its processing muscle primarily from a Z-80A processor much like the Sega Master System. It gets its juice from six AA batteries. The Game Gear's a neat little rectangular package (8.1 inches long by 4.3 inches wide by 1.5 inches high) that features smooth, curved styling that keeps it in the same groove as the Genesis and the new SMS. The unit has a 3.3 inch backlit color LCD mounted in its center with a directional pad and two

The TG16's "HuCard" ROM-card format enabled NEC to develop a handheld system, named the TurboExpress, which could use HuCard's a person already owned, providing a unified experience between console and portable.



However, the small screen made reading text difficult, and a hefty pricetag (\$249 1990 US dollars) and poor battery life meant it was not terribly attractive to consumers. It would befall a similar fate to the TG16.



YOU CAN PLAY IT ANYWHERE!

For the first time in the history of mankind, you can play the exciting 16-bit library of killer TurboGrafx-16 games anywhere in the known world with the new TurboExpress™ Handheld Entertainment System.

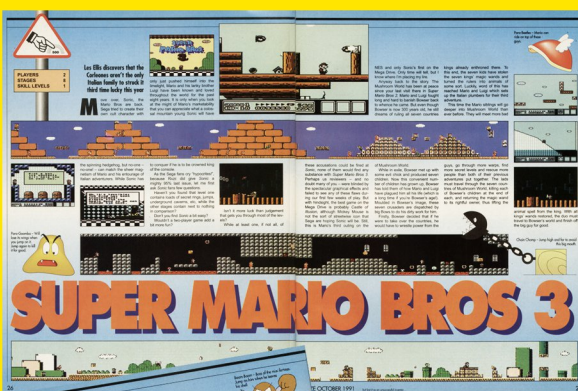
actual size and screen dual Turbo-fire buttons turbo toughness pack • ar and AC Adapters • player TurboLink (coming soon) TurboVision™ TV Tuner turns it into a color TV LCD and Comlinker hook-up • it sold separately

SUPER MARIO BROS.



The first hand-held Mario game, Super Mario Land was similar to Super Mario Bros. on the NES, but monochrome and resized to fit the smaller screen.

Game Boy owners were eager to get Mario on-the-go, and the game sold over 18 million copies, more than Super Mario Bros. 3!



Released in North America in 1990, Super Mario Bros. 3 returned back to its roots after a disappointing second outing. Plumbers Mario and Luigi must embark on a quest to save Princess Toadstool and the rulers of seven different kingdoms from Bowser and his offspring, the Koopalings.

New features included a map that allowed the player to choose which level to attempt next, and a "raccoon" suit that allowed Mario or Luigi to fly. You could also climb up vines, slide down ropes and with the "Tanooki" suit, temporarily turn into stone to avoid being killed by enemies.

Super Mario Bros. 3 sold extremely well, and is the highest grossing non-bundled console game to date selling over 17 million copies worth \$1.7 billion, adjusted for inflation.

Super Mario Bros. 3 is widely considered one of the top three NES games to own.

Alex Kidd was Sega's unofficial mascot prior to Sonic the Hedgehog. The character was the protagonist in a number of arcade and console games, including Alex Kidd in Miracle World (which was built-in to the Sega Master System) and Alex Kidd in Shinobi world (a parody of Sega's successful Shinobi arcade game.) Alex Kidd appears as a short boy with large ears and hands, and other monkey-like features, wearing a red and yellow jumpsuit.

HOT NEW TITLES FOR YOUR SEGA MASTER SYSTEM

JUST ARRIVED!

- Alex Kidd in Shinobi World**: This is the biggest challenge yet for Alex Kidd. Use his incredible strength to defeat the evil forces of the Shinobi world.
- Aerial Assault**: This is the most exciting challenge yet for your Sega Master System. Use your incredible strength to defeat the evil forces of the Shinobi world.
- E-SWAT**: You don't just get a new character, you get a new character that's a cop. Use your incredible strength to defeat the evil forces of the Shinobi world.
- Paperboy**: You don't just get a new character, you get a new character that's a paperboy. Use your incredible strength to defeat the evil forces of the Shinobi world.
- Columns**: This is the most exciting challenge yet for your Sega Master System. Use your incredible strength to defeat the evil forces of the Shinobi world.
- Super Monaco GP**: This is the most exciting challenge yet for your Sega Master System. Use your incredible strength to defeat the evil forces of the Shinobi world.

COMING SOON

- Joe Montana Football
- Pat Riley Basketball
- James Earl Ray's KnuckOut Boxing
- Michael Jackson's Moonwalker

AVAILABLE AT YOUR LOCAL VIDEO GAMEREtailer OR CALL 1-800-USA-SEGA

Initially a computer game developed by Jay Geertszen, Columns was a Tetris-inspired game purchased by Sega and released for a number of Sega consoles, including the Genesis / Megadrive.

Both an arcade platform and a home console, SNK's Neo Geo was a 16-bit 68000-based system whose arcade hardware allowed a player to choose from up to six different games (typically fighting games) in a single machine, popular with convenience store owners with limited floorspace.

The Cutting Edge

The Neo Geo
By Mike Williams

The Arrival
American gamers have been waiting for the Neo Geo for a long time. Now it's here. The Neo Geo is a 16-bit console that can play over 200 arcade games. It's the only console that can play arcade games.

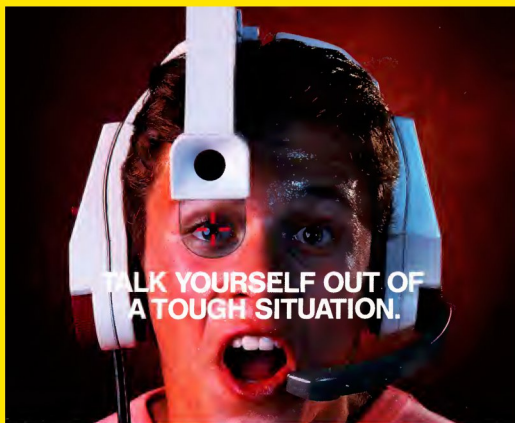
The Deal
The Neo Geo console has been knocking video out in Japan, and now it's here in the U.S. The Neo Geo is a 16-bit console that can play over 200 arcade games. It's the only console that can play arcade games.

The Memory Card
The memory card comes bundled with the Neo Geo, and you use it to save your games. You can play a saved game in any other Neo Geo system, including the arcade machine. In fact, even if you can't afford a Neo Geo home system, some arcade operators use memory cards so you can still play games.

The Controller
The controller's size is impressive - 11 inches wide by 7 1/2 inches long by 3 1/2 inches high - easily three-quarters the size of the system unit. There's plenty of finger-punching territory, and you can hold the controller comfortably on your lap if you like. You get start and select switches and four fire/charge buttons that are the same size as those on the arcade unit.

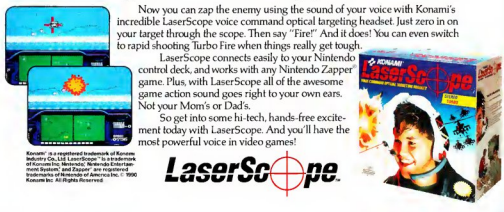
The Bits
SNK says the Neo Geo features "32-bit quality" game play; the system actually uses a 16-bit 68000 processor with a 240K processor which runs two controller sockets, a main photo jack, and a slot for a 4K memory card.

The Configuration
This configuration is similar to that of the Sega Genesis and even the Super Nintendo. But the Neo Geo packs a decidedly more powerful punch. It features a laser-optical 65536 color, compared to 512 for both the Genesis and the Super Nintendo, and has the ability to print more colors on-screen simultaneously.



TALK YOURSELF OUT OF A TOUGH SITUATION.

Introducing LaserScope™ from Konami. The amazing voice activated firing system for Nintendo.



The Konami LaserScope was a head mounted light-gun that allowed the wearer to aim it through a gun-sight mounted in front of their right eye. You were meant to fire it by saying the word "fire", but apparently any word would do the job, including "parakeet" or "labridoodle". You could lose your voice if you played with it too much!

IF YOU'RE STILL PLAYING SEGA, NEC, OR NINTENDO YOU'RE NOTHING BUT A WEENIE!



IF YOU'RE PLAYING THE INCREDIBLY HIGH POWERED NEO-GEO SYSTEM YOU'RE A REAL HOT DOG!



Tough talk, but think it over. Why dick around with limp, underpowered 16 bit systems when NEO-GEO™ now offers the hottest, most-advanced video entertainment system in the world! Fact, NEO-GEO simply out-muscled those guys with the big names. NEO-GEO features a huge 330 meg hardware setup that delivers robust 15-channel real voice stereo sound. Unmatched graphics with over 65,000 vivid colors of amazing detail! Not to mention effects with 4-dimensional realism. Does NEO-GEO cost more than other video game systems? You bet. Does a Ferrari cost more than a Yugo? Does Prime Rib cost more than squirrel burgers? With NEO-GEO you get more than you paid for.

It's simple. Would you rather be a cold weenie? Or a real hot dog?

Console	RAM	Color	Price
NEO-GEO	330 MB	65,000	409€
SEGA GENESIS	1 MB	16,000	480
NINTENDO 64	4 MB	16,000	15

A Quantum Leap Forward in Video Entertainment.
Get the full story from your authorized NEO-Geo Entertainment Dealer. Anyone else may be a weenie in disguise.

SCHWARZENEGGER

STARS IN THE MOVIE - NOW YOU STAR IN THE GAME...

TOTAL RECALL

AS DOUG QUaid YOU HAVE BEEN HAUNTED BY RECURRING DREAMS OF ANOTHER LIFE ON MARS. YOU ARE DRAWN TO RECALL INCORPORATED, A UNIQUE TRAVEL SERVICE SPECIALIZING IN IMPLANTING FANTASIES INTO THE MINDS OF THOSE WHO DESIRE TO TURN THEIR DREAMS INTO REALITY.

THE GO-Trip OF A LIFETIME

YOU MUST TRAVEL TO YOUR TRUE IDENTITY. A JOURNEY OF NON-MUTANTS, FUTURISTIC ARRAY OF WEAPONRY ALL EXECUTED GRAPHICS COMPLIMENTS THE

YEAR'S T

EXPERIENCE THE HORROR AS YOUR DREAMS TURN INTO HIDEOUS NIGHTMARES. SUDDENLY YOU'RE EVERY MOVE IS MONITORED BY WOULD-BE ASSASSINS. YOU DISCOVER THE SURREAL TRUTH

YOU'RE NOT YOU - YOU'RE ME

MARS TO DISCOVER YOUR MISSION IS NOW STOP ACTION. STRANGE VEHICLES AND A STARTLING CAPTURED IN SUPERBLY A NDA GAME PLAY THAT SUCCESS OF THE TOP MOVIE



LIMITED - 6 CENTRAL STREET - MANCHESTER - M2 5F

Alternating between side-scrolling driving and beat-em-up platform levels, Ocean's Total Recall had you control Schwarzenegger's Doug Quaid as you meander vaguely through the plot of the movie. It was entertaining enough that critics gave it an average of 7/10. Better than Days of Blunder (er, Thunder)!

Based on the second and third movies in the Back to the Future trilogy, this NES game had no password or save feature and it took six hours just to map out the game world. A cross between a standard platform and a puzzle game, the player must navigate Marty from place to place repeating tedious "mini-games". Yawn.

BACK TO THE FUTURE II & III

Now... IT'S YOUR TURN!

Get Ready for a wild romp through time. Your Challenge: a double mission to save the past, present and future. Here's your chance to teach Bill Tannen a thing or two for stealing your Sports Almanac. It's nonstop excitement, from high-speed hover boarding in the year 2015, to gun slinging mayhem in the wild west. Get "Back to the Future" now - and save the world - before it's too late.

Two Exciting Missions in One Incredible Game!

1,900+ Levels

Includes: Sports Almanac, Hoverboard, and more!

Back to the Future Part II & III ©1989-1990 Universal Studios, Inc. & Amblin Entertainment, Inc. All rights reserved. Nintendo, Nintendo Entertainment System and the official seal are trademarks of Nintendo of America Inc. Lyle, Inc. is a registered trademark of Lyle, Inc. ©1989 Lyle, Inc. All rights reserved.

DAYS OF Thunder

The game of the film!

MINDSCAPE INTERNATIONAL

MINDSCAPE

For further information on Mindscape products and your local dealer, contact: The Coach House, Hooklands Estate, Scaynes Hill, West Sussex RH17 7NG. Tel: (044 486) 761

This game was so boring! But then, while the movie did its best to make NASCAR racing feel exciting, you would have to forgive Mindscape's feeble attempt at a "realistic" experience for falling completely flat. They didn't have much to work with. Go around in circles, try not to hit stuff, repeat. Lame.

Lemon64's users have given it 2.9 out of 10. Magazine Zzap!64 gave it 52/100. That's generous! ST-Computer gave it 1/10, Power Play gave it 34 out of 100.

You get the picture: it was mind-numbingly awful. Not something you wanted for Xmas.

S.T.U.N. RUNNER

FEEL THE POWER...

A STUNning coin-op - now a STUNning computer game...

Grasp the controls and enter the awesome three-dimensional world of the S.T.U.N. Runner. Travel ahead in time to the 21st Century and experience the thrills of racing at speeds of over 900 miles per hour!

Exciting... Challenging. The S.T.U.N. Network leaves you gasping. Like a bobbed race you can increase your speed by riding the outer walls of the tunnel.

Blaze armored drones and Mag Cycles out of your way and hit the boost pads for massive injections of speed. These catapult you to warp speeds - so fast that you appear transparent and can even pass through enemy vehicles unharmed.

Complete the various challenge screens and race through the S.T.U.N. Network towards the 'Ultimate Challenge'.

FEEL THE POWER!

Available on IBM PC/XT © 88 Atari, Commodore 64 (cassette, disk), Amstrad (cassette, disk), Spectrum +3, Spectrum 48/128

Published by Domark Software Ltd, Peterborough, Cambridgeshire, UK. Tel: 0438 541111

© 1988 Atari, Commodore 64, Amstrad, Spectrum +3, Spectrum 48/128

DOMARK

Atari Games' 1989 arcade racer S.T.U.N. Runner featured a futuristic speed bike capable of reaching speeds of over 900mph, travelling through roads and tunnels that run through various environments.

An evolution of the Hard Drivin' 3D polygon-style graphics, S.T.U.N. Runner was able to render them much faster, creating an extremely fast-paced, visually impressive game that was state-of-the-art for its time.

Unfortunately, because of this, conversions to home systems just couldn't live up to the source material. C'est dommage.

No. But, fortunately, now everybody can afford a Macintosh.

In a world that changes economic systems overnight, can we really afford personal computer systems that take weeks to set up, months to learn, and years to deliver on their promises?

In the 1980s, American companies invested nearly \$90 billion in PCs, yet office productivity has shown disappointing gains.

Not everybody was disappointed, however. According to a new independent study by Diagnostic Research, Inc., companies that invested in Macintosh computers are enjoying dramatic results. Managers gave Macintosh productivity ratings that were 37% higher than for MS-DOS systems and 32% higher than for PCs running Windows. Which is like getting back 17 extra weeks a year.

In a global economy of snowballing competition, the story behind those figures may be of interest.

In 1984, Apple introduced Macintosh on the simple premise that computers should work the way people do.

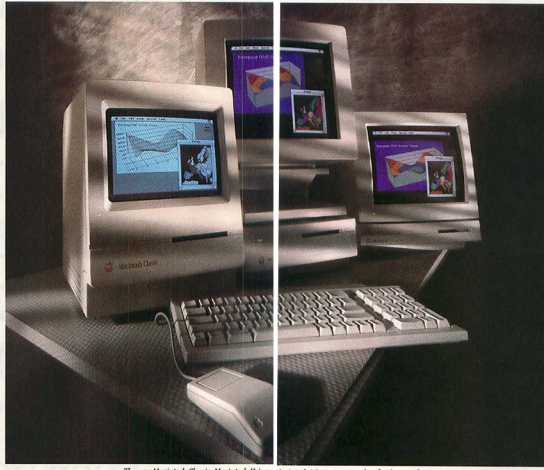
Now, as others rush to market with Macintosh look-alikes, Apple turns out to have been the practical, dependable, results-oriented computer company all along.

Our three new personal computers were designed to rectify the one flaw that still exists in Macintosh. Namely, some people still don't have one.

So now, starting at \$999, there is a Macintosh at a price that almost everyone can afford.

Introducing a new series of Macintosh computers from \$999.

The **Macintosh Classic**. This one has everything that makes a Macintosh a Macintosh. Built-in networking, A SuperDrive™ disk drive, which reads both Macintosh and MS-DOS files. And a \$999 price that includes the built-in monitor, 1MB of



The new Macintosh Classic, Macintosh IIx, and Macintosh LC on stage together for the very first time.

RAM, keyboard, mouse, and system software. A 40MB hard disk is optional. Its processor is an 8 MHz 68000 chip. And it outperforms the popular Macintosh SE.

The Macintosh LC.

The new, low-cost Macintosh LC introduces exquisite

Macintosh color and graphics to a wider world.

With its 16 MHz 68020 processor, it runs all the thousands of Macintosh programs at impressive speed.

And, with the optional Apple IIe Card, it will run thousands more Apple II applications as well.

The Macintosh LC expands by adding a card to its slot. A 40MB internal hard drive is standard. A built-in video chip runs an Apple monochrome or low-cost color monitor — without adding a video card. And the Macintosh LC, like the Mac IIx, lets you record your voice and other sounds into the computer. Which will make voice-annotated software a standard Macintosh feature.

The Macintosh IIx.

Running a 20 MHz 68030 microprocessor, the new Macintosh IIx delivers serious number-crunching at the most attractive possible price.

Into its sleek package are compressed the powerful essentials of the Mac II line. Including an optional 32-bit NuBus slot for high-performance graphics and accelerator cards. Along with advanced networking systems like Ethernet and Token-Ring. Plus a 40 or 80MB hard drive. Built-in video chips drive four different Apple monitors.

Why the least expensive Macintosh is more powerful than the most expensive anything else.

Every Macintosh, from the original to the latest, shares a compelling quality unavailable in any other PC at any cost: People really like using it. What they like to do, they do. And so they get more done.

Call us at 800-538-9696, ext. 350, for the name of your nearest authorized Apple reseller.

You'll find an amazing thing happens when you give people the power to be their best. They'll be it.

The power to be your best.

The high price of the **Macintosh II** put off many potential non-commercial customers including schools, many of which had stuck with the **Apple II GS**.

Looking in-part to retire the **Apple II** platform and respond to criticisms regarding the high price of earlier Macintosh models, Apple developed a low-cost colour Macintosh, the **Macintosh LC**.

Half the price of the Macintosh II with similar performance, the LC was introduced in October of 1990 along with a low-cost "compact Mac" known as the **Macintosh Classic**.

Apple released an add-on card for the LC as well that provided **Apple IIe** compatibility, to encourage schools with large amounts of **Apple II** software to upgrade.

Apple would go on to manufacture a number of other low-cost computers with the LC and Performa designations, including both desktop and all-in-one machines, until the mid-1990s, when Apple discontinued them in favour of the **iMac**.

Intended as a more "stylish" replacement for **Amstrad's** existing CPC computer line, the "plus" models featured a redesigned case and a console-style gamepad.

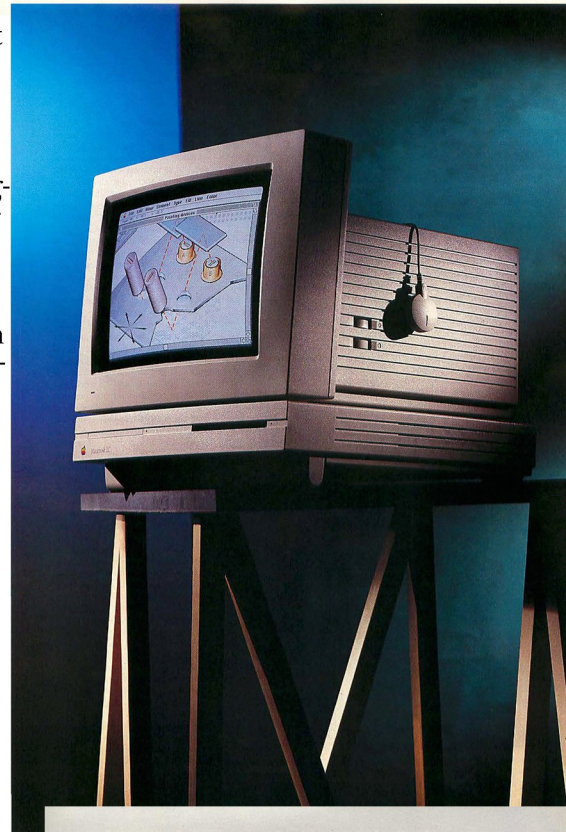
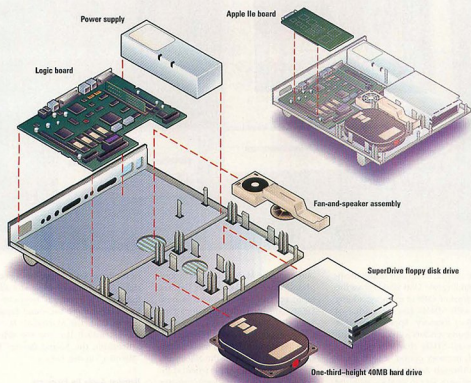
The **Sam Coupé** was a low-cost version of the **Sinclair ZX Spectrum** that had additional graphics modes and enhanced sound capabilities. It also had an expanded BASIC dialect. Its fortunes were mixed: original developer Miles Gordon missed the 1989 Christmas season with a late launch of the Coupé and went out of business by mid-1991. A successor company survived until 1992 after lowering the cost, a third until 1994.

INSIDE THE MACINTOSH LC

The Macintosh LC was designed to be manufactured quickly and inexpensively. Five basic components—the logic board, the power supply, a fan-and-speaker unit, a 40MB hard drive, and a SuperDrive floppy disk drive—can be snapped into the plastic case by robots. The Macintosh LC uses only four cables to connect components. These cables can also be inserted by robots.

Adding a Board

A board such as Apple's IIe board connects to a new-style processor-direct slot on the Macintosh LC's logic board. An add-in board runs parallel to the logic board.



coupe crazy

DON'T MISS IT! THREE SAM COUPE GAME PACKS REVEALED THIS ISSUE!

SAM CO GET COUPE RIGHTS

CRASH

MAIL ORDER

BUY YOUR SAM COUPE FROM CRASH!

THE DISK DRIVE

THE COMPLETE SAM COUPE GAME COLLECTION

UNDERNEATH THIS COMPUTER IS AN ARCADE FIGHTING TO GET OUT.

Underneath the respectable exterior of the new Amstrad Plus range of computers, lies a monster. And a whole arcade full of games just waiting to be played.

Because even though the 6128 Plus and 464 Plus are both serious computers (with true BASIC programming language) they're both ready for fun-house parties.

Whether you choose the advanced, disk-driven 6128 Plus or the compact drive-less 464 Plus, you'll love the superb graphics palette, the stereo sound and your own profile for total playing control.

Both computers also take instant loading ROM cartridges, so you get instant access to top rated games from the best software houses in Europe.

And they're both compatible with hundreds of CPC titles on disk and cassette.

You'll also get straight into the great high speed car game 'Burning Rubber' because it comes free with your computer. Both models come complete with a choice of stereo monoaural or stereo colour monitor and a full-sized keyboard.

So if your Amstrad starts acting like an arcade don't worry, it's just plain fun.

THE NEW AMSTRAD 6128 PLUS - FROM £229.

THE NEW AMSTRAD 464 PLUS - FROM £229.

AMSTRAD

0277 262326

AMSTRAD

U.S.A. \$3.50
Canada \$3.95
U.K. £2.50

December 1990

ON-SCREEN MOOPS:
Our Survey Lists
Hard Court Action
for Console and
Computer

**Watch Out—Here Come
the Turtles Again!**
We've Got a Review of
Ultra's TMNT II
for the NES

**FROM SILVER SCREEN
TO HOME SCREEN—**
How Movies Become Games

**MAPS
AND TIPS:**
ROCKSTEADY'S

SHINOBU OF OLYMPUS, Part III

ACCLAIM'S

Swords and Serpents, Part II

**TurboGrafx-16
Fans! Our
Buyer's Guide**

TEENAGE MUTANT HERO TURTLES

VARIOUS ■ ARCADE ADVENTURE

Although Richard Silver is an expert turtle-farmer and pizza-eater, Les Ellis happens to have hands-on experience of rats and sewers...



THE TURTLES

Leonardo—Carries the Katana blade which makes him a useful guy in the sewers, where most Langers hang from the ceiling.

Michelangelo—Although not all strong as the rest, he's a good fighter and can use his nunchaku to great effect.

Raphael—Prides himself on the swift and stealthy abilities he has with his sai in his (not to be confused with his) nunchaku to great effect.

Donatello—Carries the dreaded Bo stick, which is great for attacking guys from above and below (not to be confused with his Bo stick which also attacks guys from those angles).

PIZZA HUT

Whole pizza restores a portion of your lost energy. Slice of pizza restores some of your lost energy. Anti-Rat Missile is used to demolish enemy barricades.

TURTLES ON THE MOVE

The movie opens in the UK in late November, just in time for the holiday season. The UK use of the last places in the world to see the film. It's already expected to take over \$10 million in the United States this year after its record-breaking opening week ticket sales in March 1990. The film will be received by the R2E critics and contains enough humor to entertain everyone, even nos!.

The Turtles' costumes were designed by Jim Henson who died earlier this year. It was his last film before collaborating to features like The Dark Crystal, Sesame Street and, of course, the Muppet.

PLAY SAFE

According to recent press reports, there is a case for children to isolate their turtles and play games. Unfortunately, he has led to a state of accidents when kids are actually getting stuck in sewers and are being held to be rescued. You have been warned.

GAME BOY 93%

IMPORT

Wish the Game Boy version of Turtles is so addictive? It won't let you. There's always so much going on that if you take your eye off it for a second you'll miss something new (although it probably won't miss you). The graphics are detailed and varied. All are beautifully shaded with their own sophisticated animation.

THE import Game Boy version is known as Ninja Turtles, when the official version arrives it'll be known as Hero Turtles

The five levels are all based around real places in New York City. Travel up Wall Street, visit JFK International Airport, go for a dip in the Hudson River (not forgetting that turtles never or even visit the Shredder's base in, where?!

PREVIEW

Imagineworks are importing the American Ultragames Amiga



Up in the streets the turtles must fight with the ninjas coming at them from both sides of the screen. Grab the slice of pizza for energy!

After a while in the sewers you come street-side again to find it's winter. Take out the snow men and the snow man and get after Tora who throws huge ice boulders at you.

You're now off to rescue Splinter and then it's on to the Technodrome. But before you get there you must get by one of Shredder's bounty hunters!

In the parking garage proceed carefully, as you not only have to take out the machine gun toting enemy but you must watch out for the cars which will be pulling out of their parking spots. Use the orange traffic pylons on the roadway as weapons and be ready for the enemy reinforcements who will come charging out of the van. Use the exploding barrel as a weapon!



Shredder's sliceomatic crum, a villain more vicious than an army of mind altered Bruce Lees

running through the city, slowly but surely New York is being taken over. Until now the Turtles have been busy just doing the odd favour for the police force, but now things have got a bit out of control.

April, they have been kidnapped by the big bad Shredder (not his name) while huddled around a table in the Technodrome. The Turtles plan their rescue to rescue April and in the process clean up the streets of New York.

The gang have met Shredder but he's not in their biggest adventure yet! It's straight from the arcades in the best translation possible on the NES!

FACT-FILE
Manufacturer: Ultra
Machine: NES
Cart Size: 4 Meg
Number of Levels: 5
Theme: Action
Difficulty: Average
Number of Players: 1 to 4
Available: December '90

TURTLE POWER!!

The fab four of the 90's are back in their biggest adventure yet! It's straight from the arcades in the best translation possible on the NES!

In this sequel both April and Splinter have been kidnapped by Shredder and you and a friend must save them! But Shredder knows you are coming and has his henchmen - Baboo, Rocksteady, Krang and other new missionaries - Tora and Shogun ready to make turtle soup out of you!

Your adventure takes you all through New York city. You start in a burning building where April is trapped! It's all set up and after you eliminate Baboo, Shredder appears, grab April and escape! You hit the streets searching for her grabbing an occasional piece of pizza for energy!

Not finding her there, it's time to go down into the sewers. April, unfortunately isn't there either and you climb back up to find it's winter where a killer snowman is waiting for you. Spring comes and your quest takes you through a parking garage where you rescue April. Shredder grabs Splinter and takes him to one of his factories. Take on a rockman armed with a flamethrower and try to save Splinter! Now for revenge! Fight through Shogun's house and into the Technodrome where Shredder has a special surprise waiting for you!



WHOLE PIZZA RESTORES A PORTION OF YOUR LOST ENERGY. SLICE OF PIZZA RESTORES SOME OF YOUR LOST ENERGY. ANTI-RAT MISSILE IS USED TO DEMOLISH ENEMY BARRICADES.

WHEN THROWN, THE KAI DEMOLISHES ANYTHING IN ITS PATH. THE SINGLE SHURIKEN IS BROWN TO USE YOUR ENEMY.

THE BOOMERANG CAN BE USED AGAIN AND AGAIN - PROVIDED YOU CAN CATCH IT.

MI INVINCIBILITY MAKES YOU INDENESTRUCIBLE FOR A SHORT WHILE.

THE HEROES IN A HALF SHELL™ ARE COMING TO YOUR COMPUTER SCREEN!

THE COMPUTER GAME, AVAILABLE MID-NOVEMBER ON PC, AMIGA, ATARI ST, C64, SPECTRUM & AMSTRAD 464.



WIN THIS MEGA MUTANT MACHINE!



How would you like to win your own Turtles Arcade Game? Well we've got a 4 player game to give away to the winner of this totally mega competition! If you'd like to become one of the Turtles and fight to save April O'Neil just call 0898 404640, play our easy quiz and you could be that winner!

Leonardo, the leader of the Turtles fights with a daisio weapon - Blue and you could be him in this game!

With this game you could become... Orange you must be a fan of Michelangelo the Nunchaku turtle fighter!

The Purple player will fight with the Bo staff, because this turtle is the clever Donatello!

The turtle with the colour of red is Raphael, who is famous not just for his sai fighting but for his jokes as well!

CALL 0898 404640

TEENAGE MUTANT HERO TURTLES THE COIN-OP!



Imagineworks, 115 Southwick Street, London SE1 0DQ. Tel: 071-208 1454. Fax: 071-963 2484

FOUR COMPUTER HACKERS ARE ABOUT TO RAID YOUR DISK DRIVE.



Ultra Games, 115 Southwick Street, London SE1 0DQ. Tel: 071-208 1454. Fax: 071-963 2484

Originally an American comic-book series, the Teenage Mutant Ninja Turtles became a line of toys and then a TV series before becoming an arcade game and a subsequent series of home computer and console games. In the UK and Ireland, censors deemed the word "Ninja" to be too violent, forcing a change to Hero which flowed through to games released in all PAL regions.



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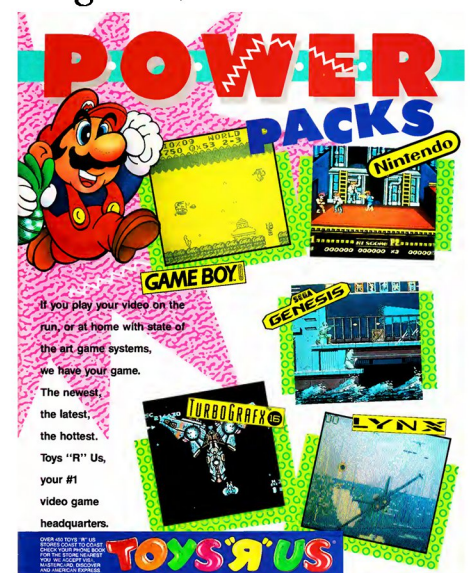
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